

character name \_\_\_\_\_ player \_\_\_\_\_  
 class and level \_\_\_\_\_ race \_\_\_\_\_ alignment \_\_\_\_\_ deity \_\_\_\_\_  
 size \_\_\_\_\_ age \_\_\_\_\_ gender \_\_\_\_\_ height \_\_\_\_\_ weight \_\_\_\_\_ eyes \_\_\_\_\_ hair \_\_\_\_\_ skin \_\_\_\_\_



# Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> strength						<b>HP</b> hit points			
<b>DEX</b> dexterity						<b>AC</b> armor class	$\text{TOTAL} = 10 + \text{ARMOR BONUS} + \text{SHIELD BONUS} + \text{DEX MODIFIER} + \text{SIZE MODIFIER} + \text{NATURAL ARMOR} + \text{DEFLECTION MODIFIER} + \text{MISC MODIFIER}$		
<b>CON</b> constitution						<b>TOUCH</b> armor class			<b>DAMAGE REDUCTION</b>
<b>INT</b> intelligence						<b>FLAT-FOOTED</b> armor class			
<b>WIS</b> wisdom						<b>INITIATIVE</b> modifier	$\text{TOTAL} = \text{DEX MODIFIER} + \text{MISC MODIFIER}$		
<b>CHA</b> charisma									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)							
<b>REFLEX</b> (dexterity)							
<b>WILL</b> (wisdom)							

**BASE ATTACK BONUS**

**SPELL RESISTANCE**

**GRAPPLE** modifier  =  (BASE ATTACK BONUS) +  (STRENGTH MODIFIER) +  (SIZE MODIFIER) +  (MISC MODIFIER)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
							CLASS	CROSS-CLASS
<input type="checkbox"/>	Appraise ■	int						
<input type="checkbox"/>	Balance ■	dex*						
<input type="checkbox"/>	Bluff ■	cha						
<input type="checkbox"/>	Climb ■	str*						
<input type="checkbox"/>	Concentration ■	con						
<input type="checkbox"/>	Craft ■ ( )	int						
<input type="checkbox"/>	Craft ■ ( )	int						
<input type="checkbox"/>	Craft ■ ( )	int						
<input type="checkbox"/>	Decipher Script	int						
<input type="checkbox"/>	Diplomacy ■	cha						
<input type="checkbox"/>	Disable Device	int						
<input type="checkbox"/>	Disguise ■	cha						
<input type="checkbox"/>	Escape Artist ■	dex*						
<input type="checkbox"/>	Forgery ■	int						
<input type="checkbox"/>	Gather Information ■	cha						
<input type="checkbox"/>	Handle Animal	cha						
<input type="checkbox"/>	Heal ■	wis						
<input type="checkbox"/>	Hide ■	dex*						
<input type="checkbox"/>	Intimidate ■	cha						
<input type="checkbox"/>	Jump ■	str*						
<input type="checkbox"/>	Knowledge (arcana)	int						
<input type="checkbox"/>	Knowledge (religion)	int						
<input type="checkbox"/>	Knowledge ( )	int						
<input type="checkbox"/>	Knowledge ( )	int						
<input type="checkbox"/>	Knowledge ( )	int						
<input type="checkbox"/>	Listen ■	wis						
<input type="checkbox"/>	Move Silently ■	dex*						
<input type="checkbox"/>	Open Lock	dex						
<input type="checkbox"/>	Perform ( )	cha						
<input type="checkbox"/>	Perform ( )	cha						
<input type="checkbox"/>	Perform ( )	cha						
<input type="checkbox"/>	Profession ( )	wis						
<input type="checkbox"/>	Profession ( )	wis						
<input type="checkbox"/>	Ride ■	dex						
<input type="checkbox"/>	Search ■	int						
<input type="checkbox"/>	Sense Motive ■	wis						
<input type="checkbox"/>	Sleight of Hand	dex*						
<input type="checkbox"/>	Spellcraft	int						
<input type="checkbox"/>	Spot ■	wis						
<input type="checkbox"/>	Survival ■	wis						
<input type="checkbox"/>	Swim ■	str*						
<input type="checkbox"/>	Tumble	dex*						
<input type="checkbox"/>	Use Magic Device	cha						
<input type="checkbox"/>	Use Rope ■	dex						
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

■ Denotes a skill that can be used untrained.  
 Mark this box with an X if the skill is a class skill for the character.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)



